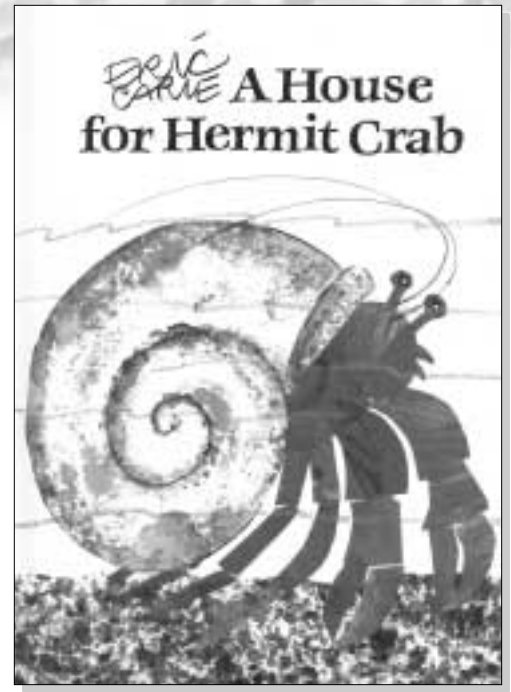


A House for Hermit Crab

(Simon & Schuster, 1987)



Hermit Crab has outgrown his shell and must look for a new home. He finds a big, strong house to move into, but misses the homeyness of his old shell. One by one, he finds sea creatures to transform the plain shell into a place that feels like home. And when that shell's too small? Along comes a smaller crab who will feel right at home with Hermit Crab's friends.

BEFORE READING

Sea Words

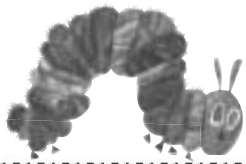
Ask students to name things that live in the sea. Ask: *Which of these things do you think we'll read about in this story?* Write the words on chart paper and display. Encourage students to listen for words in the story that name sea creatures.

What We Know

Ask students to share information about hermit crabs. For example, they might know that they live in the shells of other animals, such as snails. Record students' comments on chart paper labeled "What We Know." Ask students what they would like to learn about hermit crabs. Record their questions on a second sheet of chart paper labeled "What We Want to Know." After sharing the story, see "All About Hermit Crabs" (page 50) to learn more.

CONCEPTS and THEMES

- © homes and habitats
- © sea life
- © friendship



AFTER READING

Word Play

Let students revisit the story to see if any of the words on their list (see "Sea Words," page 49) match words for creatures in the story. These include:

sea anemones
starfish
corals
snails
sea urchins
lantern fish

Use the glossary in the back of *A House for Hermit Crab* to learn more about each creature.

Book Talk

What makes a house a home? Ask children to answer this question for Hermit Crab. Discuss what they think will happen when he finds his next home. Ask: *Have you ever moved to a new home? What did you miss about your old home? What are some things you did to feel better about your new home? What makes the place where you live "home"?*

LANGUAGE ARTS, SCIENCE

Puppet Play

Give each child a copy of page 51. Have children color and cut out the patterns and glue them to craft sticks. Invite children to use the puppets to retell the story in their own words and to make up new stories about the characters in *A House for Hermit Crab*.

LANGUAGE ARTS

Consonant Blend Word-Builders

Use the word *crab* as a springboard to learning more about the consonant blend /cr/. Write the word *crab* on one of the crab-shaped cutouts. (See page 51.) Ask students to make the sound for the first two letters. (*cr*) Explain that these two letters combine to make one sound. Ask students if they can think of other words that have the same beginning sound as *crab*—for example, *cream*, *crumb*, *create*, *croak*, *creak*, and *cry*. Write these words on crab-shaped cutouts and read them together. Display the words on a wall. Revisit them regularly, rereading the words and adding new words.



LEARN MORE

Books

The Aquarium Take-Along Book by Sheldon L. Gerstenfeld, V.M.D. (Penguin, 1994). Learn all about the marine world with this fun-filled guidebook.

The Classroom Pet (First Grade Friends, Hello Reader) by Grace Maccarone (Scholastic, 1995). The unthinkable happens to first-grader Sam—he accidentally loses the class pet, a hermit crab.

The Crab Man by Van West (Turtle Books, 1998). This book will inspire discussion among your students as they contemplate the choice of a young Jamaican boy who finds out the hermit crabs he sells are being treated cruelly.

One Small Square: Seashore by Donald M. Silver (Freeman, 1993). Take a close look at a variety of creatures that make their home at the seashore.

Web Sites

Zooish (www.zooish.com): See animals come to life at this kid-friendly place.

The Complete Online Hermit Crab Guide (hermitcrabs.cjb.net/): Learn about a hermit crab's habitat, behavior, feeding habits, and more.

Puppet Play Patterns

